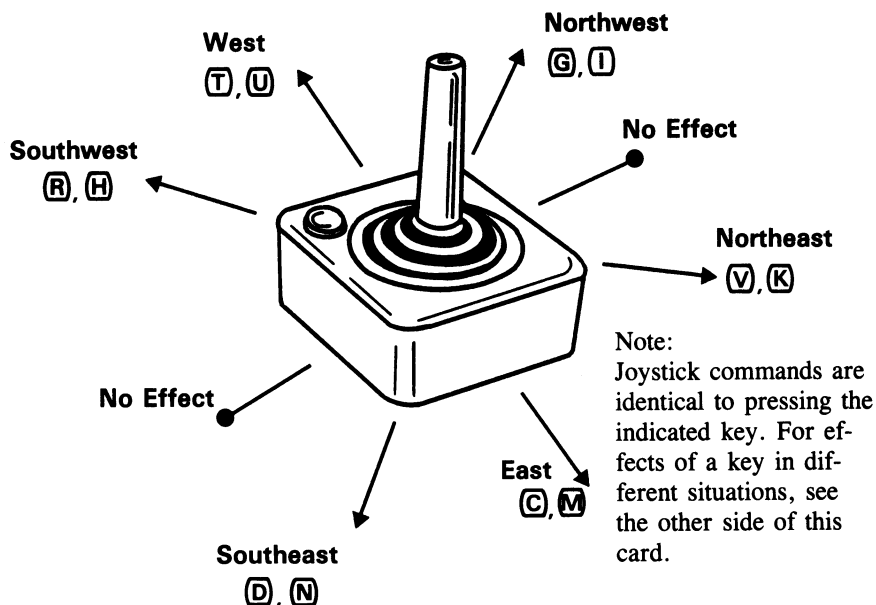


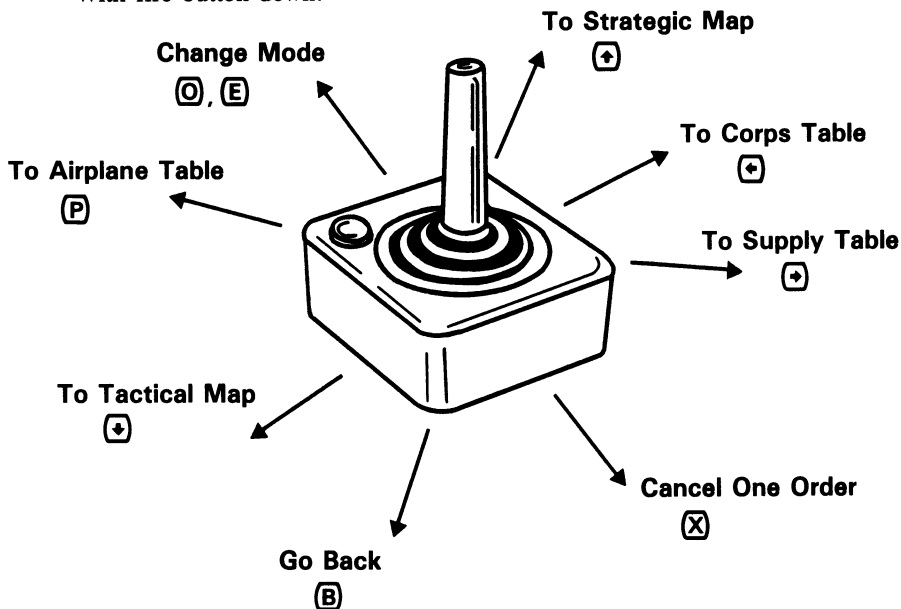
THE JOYSTICK

To pick up or drop unit (**F** or **J**) : press and release fire button.

With fire button up:




















With fire button down:



Joystick Response: To increase delay, press **CTRL** **+**

To decrease delay, press **CTRL** **-**

ESC	1	2	3	4 ADVANCE	5 MARCH	6 ASSAULT	7 DEFEND	8 REGROUP	9	0 DROP ALL	<	>	BACK S	BREAK
TAB	Q QUIT	W	E MODE −	R 	T 	Y MODE +	U 	I 	O MODE −	P AIR	 STRAT	 TAC	RETURN	
CTRL	A	S STOP	D 	F GET/ DROP	G 	H 	J GET/ DROP	K 	L	;	 CORPS	 SUPPLY	CAPS	
SHIFT	Z NEXT	X CANCEL	C 	V 	B BACK	N 	M 	,	.	?		SHIFT		
SPACE CANCEL ALL														

GENERAL

Q: Quit. End turn.
S: Stop turn. Go to game stopped menu.
+: Go to tactical map.
+: Go to strategic map.
+: Go to corps table.
+: Go to supply table.
P: Go to airplane table.

CORPS TABLES

U, **T**: Move cursor up.
M, **C**: Move cursor down.
I, **K**, **G**, **V**: Go to next corps.
H, **N**, **R**, **D**: Go to previous corps.
+: Go to enemy/friendly corps.

SUPPLY TABLE

J, **F**: Transfer supply or stop transfer.
U, **T**: Move cursor up.
If transferring supply: Transfer more.
M, **C**: Move cursor down.
If transferring supply: Transfer less.
I, **K**, **G**, **V**: Move cursor right.
R, **D**, **H**, **N**: Move cursor left.

TACTICAL MAP

4, **5**, **6**: Enter ADVANCE, MARCH, or ASSAULT mode.
7, **8**: Enter DEFEND or REGROUP mode and give one order.
E, **O**, **Y**: Cycle through modes.
F, **J**: Pick up or drop unit.
Directional Keys (keys around F and J): Move cursor.
B: Drop unit and move cursor back to the last hex in which a unit was picked up.
O: Drop unit without picking up another.
Z: Pick up next unit.
X: Cancel one order for unit picked up.
CTRL X: Restart the turn.
SPACE: Cancel all orders for unit picked up.
RETURN: Review orders for unit picked up. If no unit is picked up, review orders for all units on screen.
SHIFT RETURN: Review orders of all units.

STRATEGIC MAP

?: Find unit. Pick up the next unit without orders.
SHIFT ?: Show all units without orders.
O, **E**: Go to next strategic map.
Y: Go to previous strategic map.
(Note: Many tactical map functions also work here.)

TURN REVIEW

F, **J**: Go one step forward.
B: Go one step back.
SPACE: Continue review.
RETURN: Restart review.
X: Skip to end of review.
Q (at end of review only): Quit review.
+: Increase review delay.
-: Decrease review delay.
Any other key: Pause review.










AIRPLANE TABLE

F, **J**: Pick/drop sortie.
U, **T**: Move cursor up.
With sortie picked: Arrive later.
M, **C**: Move cursor down.
With sortie picked: Arrive earlier.
H, **N**, **R**, **D**: Increase loiter time.
I, **K**, **G**, **V**: Decrease loiter time.
SPACE: Cancel sortie.
+ (with sortie picked): Go to air tactical map.

AIR TACTICAL MAP

F, **J**: Pick/cancel target hex.
SPACE: Cancel all target hexes.

Tactical Map Symbols

Symbol	Screen
Rough	
Hill	
Escarpment	
Road	
Fortification	
Track	
Cliffs	
Town	
Airfield	

Unit Type Symbols

Type	Symbol
Tank	
Armored Car	
Reconnaissance	
Infantry	
Motorized/ Bersaglieri	
Machinegun	
Flak	
Headquarters	
Minefield	